



**WHISPER RACE GAME TO IMPROVE THE ENGLISH LISTENING SKILL
OF THE FOURTH GRADE STUDENTS OF SD 1 PURWOSARI
IN ACADEMIC YEAR 2012/ 2013**

BY:

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TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY**

2013



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SKRIPSI

Presented to the University of Muria Kudus

**In Partial of Fulfillment of the Requirement for Completing the Sarjana Program
in The English Education Department**

BY:

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MOTTO AND DEDICATION

MOTTO

- *Try to achieve what benefits for you. Asking for help to Allah and do not be weak. Human can only make a try and just Allah who have wills. Ya Allah, verily I entered Your day in pleasure, health, and protection. Completed my pleasure, health and protect me in the world and in afterlife. (HR. Muslim)*

DEDICATION

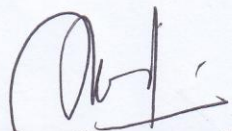
- *Allah SWT, The Lord of The Universe*
- *Her Prophet Muhammad SAW*
- *Her beloved mother (Sumiyati, S.Pd.AUD)*
- *Her beloved brother (Hafid Zuhdan Bahtiar, S.Pd, M.Sn)*
- *Her beloved soulmate who gives support, motivation and colour to her life*
- *All of her dearest nice friends (Frida, Lita, Silvi, Luluk, Nunik, Titis, Wulan, Azta, Triji, Panyol)*

ADVISORS' APPROVAL

This is to certify that the *Skripsi* of Hilda Rizki Nailufar (200932214) on has been approved by the examining comitee.

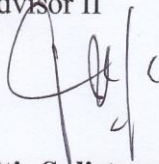
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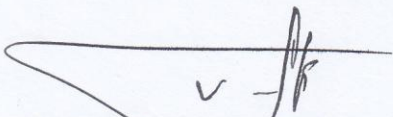
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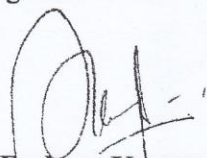
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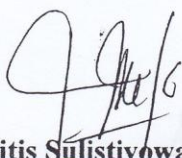
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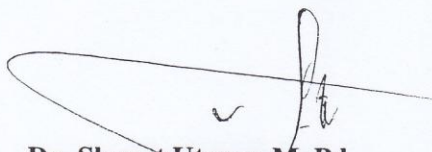
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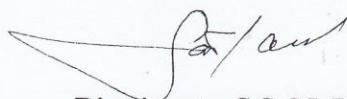
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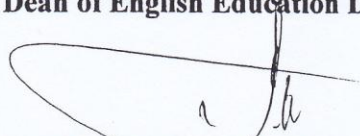
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Kudus, September 2013
The Writer

Hilda Rizki Nailufar

ABSTRACT

Nailufar, Rizki, Hilda. 2013. *Whisper Race Game To Improve The English Listening Skill For The Fourth Grade Students of SD 1 Purwosari Kudus In Academic Year 2012/2013*. Skripsi: English Education Departement, Teacher Training and Education Faculty, Muria Kudus University. Advisor: (i) Dra. Sri Endang Kusmaryati, M.Pd (ii) Titis Sulistyowati, SS, M.Pd

Key Words: *listening skill, whisper race game*

Listening is one of the skills which must be taught from students of elementary school as one of the teaching and learning activities in English class. Commonly, in elementary school the student is still have difficulties in listening. Most of the students feel that listening are boring because the teacher only reads the story than gives assignment. Because of that, teacher must use method or technique that appropriate to improve the listening skill of the students. Whisper Race Game technique is one of alternative technique that can be used in teaching technique in teaching English.

The objective of this research is to know whether whisper race game can improve listening skill for the fourth grade students of SD 1 Purwosari Kudus in academic year 2012/2013.

The writer conducted a classroom action research (CAR) to solve the research problem. The research is conducted in SD 1 Purwosari Kudus in academic year 2012/2013, especially in the fourth grade students. The number of students in this research is 36 students.

The result of this research can be seen that, there is an improvement in the process of learning. If in cycle I the students do not pay attention when teacher explains the material and some students make mistakes to repeat the list of sentences, then in cycle II teacher can control the class condition well. Students become active while the teacher explains the material. All students are interested to practice in front of class and almost all of the students repeat the list of sentences perfectly. The average score percentage of the students' listening skill in cycle I is 64.4%. In cycle II, the average score percentage of students' listening skill is 84.3%. So, there is an improvement of the average score percentage of the students' listening skill in every cycle. Beside, the students' and teacher' activities are improved in every cycle.

Based on this research result above, the writer concludes that the use of whisper race game can improve students' listening skill for the fourth grade students of SD 1 Purwosari Kudus in academic year 2012/2013. Therefore, the teacher must be creative, active and give support to the students in learning process using this technique.

ABSTRAK

Nailufar, Rizki, Hilda. 2013. *Whisper Race Game Untuk MeningkatkanPenguasaan KetrampilanMendengarkan Siswa Kelas IV SD 1 Purwosari Kudus Pada Tahun Ajaran 2012/2013*. Skripsi: Program Studi Pendidikan Bahasa Inggris Fakultas Keguruan dan Ilmu Pendidikan Universitas Muria Kudus. Pembimbing: (i) Dra. Sri Endang Kusmaryati, M.Pd (ii) Titis Sulistyowati, SS, M.Pd

Kata Kunci: *ketrampilan mendengarkan, whisper race game*

Mendengarkan adalah salah satu keterampilan yang harus diajarkan dari siswa sekolah dasar sebagai salah satu kegiatan belajar mengajar di kelas bahasa Inggris. Umumnya, di sekolah dasar siswa masih mengalami kesulitan dalam mendengarkan. Sebagian besar siswa merasa bahwa mendengarkan membosankan karena guru hanya membaca cerita daripada memberikan tugas. Karena itu, guru harus menggunakan metode atau teknik yang tepat untuk meningkatkan keterampilan mendengarkan para siswa. Teknik permainan berbisik (Whisper Race Game) merupakan salah satu teknik alternatif yang dapat digunakan dalam mengajar bahasa Inggris.

Tujuan dari penelitian ini adalah untuk mengetahui bahwa whisper race game dapat meningkatkan ketrampilanmendengarkan bagi siswa kelas IV SD 1 Purwosari Kudus pada tahun ajaran 2012/2013.

Penulis melakukan penelitian tindakan kelas (PTK) untuk memecahkan masalah penelitian. Penelitian dilakukan di SD 1 Purwosari Kudus pada tahun ajaran 2012/2013, khususnya pada siswa kelas IV. Jumlah siswa dalam penelitian ini adalah 36 siswa.

Hasil dari penelitian tersebut menunjukkan bahwa, terdapat peningkatan dalam proses pembelajaran. Jika pada siklus I siswa tidak memperhatikan ketika guru menjelaskan materi dan beberapa siswa membuat kesalahan dalam mengulang daftar kalimat, maka pada siklus II guru dapat mengontrol kondisi kelas dengan baik. Siswa menjadi aktif pada saat guru menjelaskan materi. Semua siswa tertarik untuk berlatih di depan kelas dan hampir semua siswa mengulangi daftar kalimat dengan sempurna. Persentase rata-rata skor kemampuan siswa mendengarkan pada siklus I adalah 64,4%. Pada siklus II, persentase nilai rata-rata ketrampilanmendengarkan siswa adalah 84,3%. Jadi, ada peningkatan persentase skor rata-rata ketrampilansiswa mendengarkan pada setiap siklus. Selain itu, kegiatan guru siswa juga meningkat pada setiap siklus.

Berdasarkan hasil peneltitian diatas, penulis menyimpulkan bahwa penggunaan permainan berbisik dapat meningkatkan ketrampilanmendengarkan bagi siswa kelas IV SD 1 Purwosari Kudus pada tahun ajaran 2012/2013. Sehingga, seorang guru harus kreatif, aktif dan memberikan dukungan kepada siswa dalam proses pembelajaran menggunakan teknik ini.

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